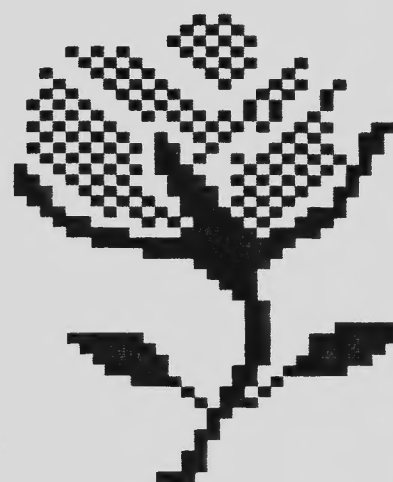
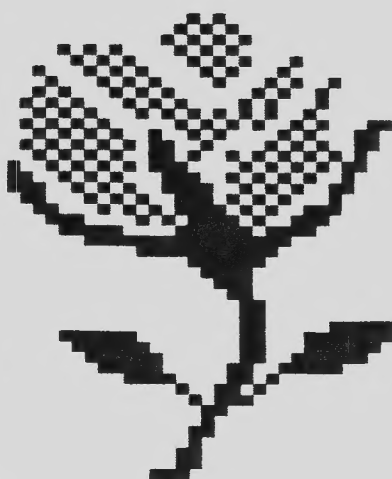


**ZEBRA
SYSTEMS
INC.**



**THE
SIGN
DESIGNER**



**USER'S
MANUAL**

Tape Loading Instructions

To load the Sign Designer place the program side of the tape into your recorder and type:

LOAD "" or LOAD "starts"

To load the Graphics Designer place the program side of the tape into your recorder and type:

LOAD "StartG"

Graphics Library Hints

On the Graphics Library side of the tape there are 22 graphics pictures which you can use on your cards. The following is a list of the Graphics pictures by name and in the order that they are saved on the tape.

grad
gift
xmastree
rose
heart
bells
wine
santa
cupid
cake
pumkin
wreath
whale
cleft
skull
sunshine
smile
cat
baseball
jewstar
notes
sailing

SIGN DESIGNER

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Zebra Systems, Inc.
78-06 Jamaica Ave.
Woodhaven, NY 11421

BEFORE PRINTING SET TOP OF PAPER AT TOP
OF RIBBON

SIGN DESIGNER

The Sign Designer allows you to create beautifully designed sign in a few simple steps.

USING THE SIGN DESIGNER

After Loading the program from the tape provided, you will be presented with the Main Menu...

- 1 - Edit Sign
- 2 - Print Sign
- 3 - Erase Sign
- 4 - Save Sign
- 5 - Load Sign
- 6 - Select Printer

On first entry to the program you must use option six and select your printer. If you don't the program defaults to the Star Micronics Gemini SG10 printer and the Aerco Centronics interface. On the following pages we will explain each Main Menu option in turn. Throughout this manual the notation 'CS/' indicates that you must use the Cap Shift key.

Editing A Sign

Choosing this option lets you create or modify a one-of-a-kind sign. You will be presented with the following menu ...

- 1 - Edit Text
- 2 - Select Border
- 3 - Select Graphic
- 4 - Edit Graphic Layout
- 5 - Main Menu

Edit Text-

You will be presented with a Text Editor. Use your keyboard to type in your message, line by line. Pressing lower case letters gives you capitals; lower case letters are not available. Press ENTER to proceed to the start of the next line. If you are on the bottom line pressing ENTER takes you to the top line. Use your arrow keys to navigate around the text window. You can modify or delete by overstrike, or use DELETE (CS/O) to backspace delete. You can clear the entire Editor window by pressing CS/C. When you have finished entering your message, press CS/X to exit and return to the edit menu.

FORMAT COMMANDS-

A number of keyboard commands allow you to select, justification, font, and size, of the Text on each line.

| | | |
|------|---------------|--|
| CS/S | SIZE | Toggles size of Text (small/large; preset to small) |
| CS/J | JUSTIFICATION | Toggles text positioning (center /left/right) |
| CS/F | FONT | Toggles FONT style (solid/outline; preset to solid) |

The line by line status of these formatting options is indicated on the screen. Size is indicated by the number of lines reserved for text, with excluded areas highlighted. Justification is indicated by the letter at the right. Font is indicated by the letter on the left of the text window; S for solid, O for outline.

SELECT BORDER-

You will be presented with the menu below. The currently selected Border is indicated by the inverted menu number. Press the number corresponding to your desired Border.

- 1 - Box
- 2 - Solid
- 3 - Bead
- 4 - Kaleidoscope
- 5 - Stars
- 6 - Tiles
- 7 - Hearts
- 8 - Flower

SELECT GRAPHIC -

You will be prompted for the name of the Graphic picture you want printed on the Sign. Inputting the name "none" will cause no Graphic to be printed on your sign. Press ENTER alone to abort and return to the editing menu. If you input a valid name you will be prompted to rewind and play your Graphics library tape so as to LOAD your desired Graphic into memory. Successful LOADING will return you to the Editing menu.

NOTE ON GRAPHICS LIBRARY: On one side of the tape provided is a library of graphics pictures for use with the graphics designer series programs. Use the Graphics Library Reference page to see what is available. This reference page gives a picture and name of each Graphic in the library in the order in which they are recorded on the tape. Each graphic is saved with an extension ".G" added to the end of the name to indicate its status as a graphic.

EDIT GRAPHIC LAYOUT-

This option allows you to choose the number and positions of the graphic to printed. First, you will be prompted for the Graphic size you want. Two sizes are available; small and large.

You will then be provided with a Layout Editor which displays a representation of your sign with squares showing the various positions that your Graphic pictures may occupy. The positions available differ according to the "Graphic size you have selected. Use your arrow keys to navigate the cursor to each position. Pressing 'p ' deposits an 'X' into the current position indicating that a Graphic will be printed there. Pressing 'O ' clears the current position and no Graphic will be printed there.

When you are done press CS/X to return to the Editing menu.

MAIN MENU-

Selecting this option returns you to the main menu.

PRINTING YOUR SIGN

Print your sign by selecting option two from the Main menu. Before proceeding you should align the paper in your printer. Correct alignment is for the top edge of the ink ribbon to be aligned with the perforation in the paper. You may also have to center the paper feed carriage in respect to the print head.

SET NUMBER OF COPIES-

Input the number of copies you want and press enter.

** PRINT **

The message 'BUILDING SIGN IMAGE ' will appear on the screen, as the computer starts building the sign image in memory. After about 20 seconds printing will begin. You can abort printing during the 'BUILD ' phase, by pressing CS/BREAK untill the screen clears and then releasing.

ERASE THE SIGN

Selecting this Main menu option erases your entire current sign. There will be no text, no graphics, and the Border will be set to 'BOX '.

SAVE YOUR SIGN

You will be prompted for a name for your sign creation. Press ENTER without a name to abort and return to the main menu. Cue to the start of a blank spot on your graphics library tape then input a valid name to proceed with the card SAVE. NOTE: ~~name~~ name can be a maxium of 8 characters. *SIGN*

NOTE: The extension ".S " is added to the end of the name to indicate that it is a card

LOAD A SIGN

You will be prompted for the name of the sign you want to LOAD. Press ENTER without a name to abort and return to the main menu. Rewind to the start of the Graphics Library tape, then input a valid name to proceed with the LOAD.

SELECT YOUR PRINTER

A menu of printers supported by this program will appear. Input the number that corresponds to your printer.

| | |
|--------------------------|---|
| Epson RX/FX..... | 1 |
| Gemini 10x/SG10..... | 2 |
| Memotech DMX80..... | 3 |
| Legend 808..... | 3 |
| Panasonic 1090/1091..... | 3 |
| Spirit - 80..... | 3 |
| Seikosha GP250..... | 4 |
| Prowriter 8510..... | 5 |

Next, a menu of printer interfaces will be displayed. Select the one you use.

| | |
|---------------|---|
| AERCO..... | 1 |
| TASMAN-b..... | 2 |
| TASMAN-c..... | 3 |
| A & J..... | 4 |

Line Feed = N

GRAPHICS DESIGNER UTILITY

With this utility you can create or modify Graphics for use with the Graphics Designer Series Programs.

USING THE GRAPHICS DESIGNER

After Loading the program from the tape provided, you will be presented with the Main Menu;

- 1 - Edit Graphic
- 2 - Load Graphic
- 3 - Save Graphic

We will now explain each Main Menu option in turn.

EDITING GRAPHICS-

By selecting option One from the menu you put a graphics designer tool at your disposal . On the screen you will see a large grid with a blinking cursor in the upper left corner. This is your design window and it is a 3 times blowup of actual size. To the right of the design window you will notice a smaller window. This always displays an actual size image of what's in the design window.

Use your arrow keys to navigate the cursor around the design window. Pressing 'P' plots a dot; pressing 'O' unplots a dot. Below is a summary of all the keyboard commands for the Graphics Designer.

- p - Plot a dot in current cursor location and move cursor right.
- o - Unplot dot in current cursor location and move cursor right.
- CS/S - Store current Graphic you're working on. Your work is temporary until you use this command.
- CS/C - Clear the Graphic. You are clearing the stored Graphic, and the display.
- CS/X - Exit to Main menu. The current Graphic is AUTO Stored before exiting.
- CS/P - Copy screen to TS2040 printer.
- ^ - Arrow keys to move cursor.
- ENTER - Cursor to start of next line.

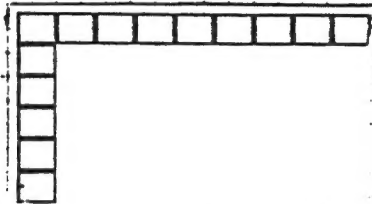
LOAD A GRAPHIC

After choosing this option you will be prompted for the Name of the Graphic. If you want to abort just press ENTER with no name. Otherwise, place the Graphics Library tape into your recorder, rewind to the start, type the name of your desired Graphic, and press ENTER.

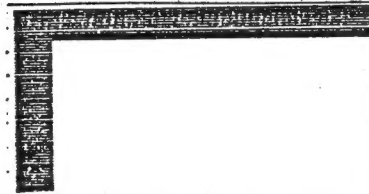
SAVE A GRAPHIC

Choosing this option generates a prompt for a name. Just press ENTER alone to abort. To continue, cue to a blank spot on your Graphics Library tape, and input a valid name (8 characters or less).

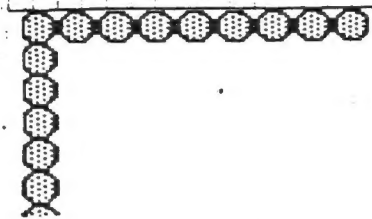
BORDER SELECTION



(1) BOXES



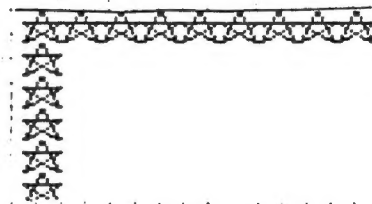
(2) SOLID



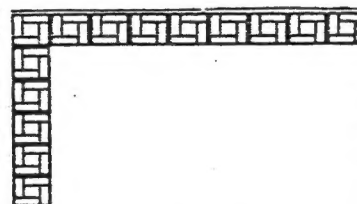
(3) BEADS



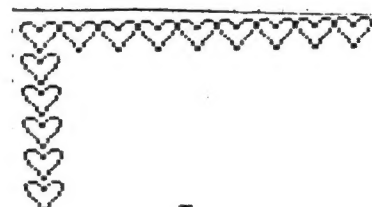
(4) KALEIDOSCOPE



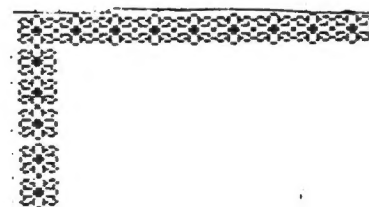
(5) STARS



(6) TILES



(7) HEARTS



(8) FLOWERS

GRAPHIC LIBRARY

grad
wine
whale
jewstar

gift
santa
cleft
notes

xmastree
cupid
skull
sailing

rose
cake
smile
sunshine

heart
pumkin
cat
cat-b

bells
wreath
baseball

